**High Concept:** 1v1 arena game. Players can lose and gain mass to gain strength or agility.

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|  | Small Guy | Big Guy |
| Jump | High range | Low range |
| Movement | Fast, agile | Slow |
| Acceleration | Fast, High topspeed, easily controllable | Slow, Slower topspeed harder to control |
| Ground Pound | Smaller impact (lower knockback) | Bigger impact (higher knock-back) |
| Slap | Faster, tinier hitbox, lower damage & knock-back. If missed doesn’t lose that many mass. | Slower, bigger hitbox, higher damage & knock-back. If missed loses more mass |

**Abilities**:

**Jump**: Basic Jump to avoid players running into you and the falling arena  
**Slap:** Simple slap. If it hits the player gains mass and the other loses. If it misses the player loses mass.  
**Ground Pound:** The player can re-activate the jump to perform a ground-pound. This will result in impact damage on the spot where the player lands. Players in the impact zone will be knocked back and lose mass.  
**Movement:** Players accelerate while walking and if they run into the enemy, the enemy will lose mass and suffer from knock-back.

**Game Mechanics:**

Players will recharge mass over time.  
Players hit by the ground pound and the movement will drop blobs that can be picked up by both players.  
Knock-back scales with how much mass the player has. More mass = bigger knock-back.  
Players always lose a set amount of mass every hit.

**UI LIST:**

* Damage Indicator
* Ground Pound Icon
* Slap
* Ground Pound Cooldown
* Slap Cooldown
* **Title Screen**
  + **Menu Screen**
    - **Play Game Screen**
      * Let players join & Select character
    - **Options**
      * Adjust Sound
      * Window Setting
      * Resolution
      * Controls
    - **Exit Game**

**Audio List:**

* Background music
* Walking sound
* Jumping sound
* Slapping sound
* Hitting sound
* Knocking back sound
* Picking up mass sound
* Losing mass sound
* Ground pound sound

